

## AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A system for rendering a font, the system comprising:

a first memory having stored therein a data structure, the data structure including a plurality of font arrays ~~at least one font array~~; and

a graphics controller coupled to the first memory, the graphics controller accessing a font array included in the data structure, the graphics controller comprising a first register for holding glyph information for a character in the font, a second register that specifies an address for the font array for the font, and a third register that contains an index to the character in the font array, wherein width and height information for the character is located in the font array using the address and the index in combination, wherein the size of the character is determined according to which of the font arrays is selected. ~~and loaded from the first memory into the first register.~~

2. (Previously Presented) The system of claim 1 wherein the first memory comprises a frame buffer.

3. (Previously Presented) The system of claim 1 wherein the first memory comprises a system memory.

4. (Currently Amended) The system of claim 1 in which the ~~said at least one~~ font array includes a plurality of characters.

5. (Original) The system of claim 4 in which each of the characters comprises one bit per pixel.

6. (Previously Presented) The system of claim 4 in which each of the characters comprises a plurality of bits per pixel.

7-11. (Canceled).

12. (Currently Amended) The system of claim [[9]] 4 in which each of the characters includes size height information.

13. (Currently Amended) The system of claim [[9]] 4 in which each of the characters includes size width information.

14-15. (Canceled).

16. (Previously Presented) The system of claim 1 in which the graphics controller further comprises a font pitch register.

17. (Previously Presented) The system of claim 1 in which the graphics controller further comprises an index register.

18. (Previously Presented) The system of claim 1 in which the graphics controller further comprises a horizontal information register.

19. (Previously Presented) The system of claim 1 in which the graphics controller further comprises a vertical information register.

20. (Previously Presented) The system of claim 1 in which the graphics controller further comprises a linear information register.

21-23. (Canceled).

24. (Currently Amended) The system of claim 1 in which the graphics controller further comprises a size width register that contains the width of an output monochrome rectangle.

25. (Currently Amended) The system of claim 1 in which the graphics controller further comprises a size height register that contains the height of an output monochrome rectangle.

26. (Currently Amended) A method for rendering a font, the method comprising:

accessing a data structure located in a first memory, the data structure including a plurality of font arrays, wherein the font arrays comprise a first font array for characters and a second font array for the characters, wherein the size of the font characters in the first font array is different from the size of the font characters in the second font array; at least one font array;

selecting one of the first and second font arrays using an address specified in a first register of a graphics controller such that the size of a character in the font is determined according to the address specified;

reading information for the a character in the font from the selected a font array, ~~included in the data structure, wherein the font array for the font is identified using an address specified in a first register of a graphics controller and~~

wherein the character is located in the selected font array using an index contained in a second register of the graphics controller, and wherein ~~further~~ the information includes width and height information for the character; and

placing the information read from the font array in a third register resident on the graphics controller, wherein the third register also holds glyph information for the character.

27. (Previously Presented) The method of claim 26 wherein the first memory comprises a frame buffer.

28. (Previously Presented) The method of claim 26 wherein the first memory comprises a system memory.

29-32. (Canceled).

33. (Currently Amended) The method of claim 26 ~~32~~ in which each of the plurality of font arrays includes a plurality of characters.

34. (Original) The method of claim 33 wherein characters within different font arrays can be different sizes.

35. (Original) The method of claim 34 in which each of the characters comprises one bit per pixel.

36. (Original) The method of claim 34 in which each of the characters comprises a plurality of bits per pixel.

37-38. (Canceled).

39. (Previously Presented) The method of claim 26 in which the graphics controller further comprises a font pitch register.

40. (Canceled).

41. (Previously Presented) The method of claim 26 in which the graphics controller further comprises a horizontal information register.

42. (Previously Presented) The method of claim 26 in which the graphics controller further comprises a vertical information register.

43. (Previously Presented) The method of claim 26 in which the graphics controller further comprises a linear information register.

44-45. (Canceled).

46. (Currently Amended) The method of claim 26 in which the graphics controller further comprises a size width register that contains the width of an output monochrome rectangle.

47. (Currently Amended) The method of claim 26 in which the graphics controller further comprises a size height register that contains the height of an output monochrome rectangle.

48. (Currently Amended) A system for rendering characters, the said system comprising:

a central processing unit;

a memory coupled to the central processing unit and having stored therein a data structure, the said data structure comprising glyph information for each of a plurality of characters, the said data structure also comprising size width information and size height information for each of the said characters; and

a graphics controller coupled to said memory;

wherein the said size width information and the said size height information for a character to be rendered are read from the said data structure to a register that resides on the said graphics controller, wherein the said register also contains glyph information for the said character, the said graphics controller using the said glyph information to render the said character, wherein to render the character the central processing unit is required to transfer to said graphics controller only an index value for the character, an x-value indicating a horizontal position for the character and a y-value indicating a vertical position for the character according to said size width and size height information.

49. (Currently Amended) The system of Claim 48 wherein the said memory comprises a portion of the said frame buffer.

50. (Currently Amended) The system of Claim 48 wherein the said memory comprises a plurality of data structures, each of the said data structures corresponding to a particular character font.

51-52. (Canceled).

53. (Currently Amended) The system of Claim 48 wherein the ~~said~~ graphics controller receives a value that points to the ~~said~~ data structure.

54. (Canceled).